

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1, 2 and 3 (Currently Amended).

Claim 4 (Cancelled).

Claim 5, 6, and 7 (Currently Amended).

Claims 8 (New).

Claims 9 (New).

**Claims in Substance:**

1. (Currently Amended). A non-competitive ~~and educational~~ behavioral improvement board game device for use by at least one player having Autism, Asperger's Syndrome, Downs Syndrome and other similar attention deficit disabilities, comprising:

(a) a playing game board surface divided into a plurality of predetermined spaces, each of the spaces being categorized into ~~a plurality of~~ multiple activity types;

(b) a token for each player to identify and track on which of the spaces the player is located;

(c) a chance indicating device ~~for indicating to~~  
produce a random number of spaces for the player to advance  
during ~~the player's~~ his/her turn;

(d) a plurality of cards that correspond to each of  
the activity types whereby the cards describe an  
interactive activity for the player to perform; and

(e) a means to monitor and instruct in order to  
~~monitoring person~~ to receive the answer, to encourage the  
player, to evaluate the performance of the player and to  
interact with the player  
whereby people with ~~Autism, Asperger's Syndrome, Downs~~  
~~Syndrome and other~~ attention deficit disabilities can  
develop and improve their behavioral and social skills.

2. (Currently Amended). The board game according to  
Claim 1 wherein the activity categories include "What  
If?" - social reaction cards, "Go Do!" - social action  
cards, and "Mirror" - individual reflection cards of  
differing type activities.

3. (Currently Amended). The board game according to  
Claim ~~1~~ 2 wherein the behavioral improvement board  
game is simulated and played on a computer.

4. (Cancelled).

5. (Currently Amended). The board game according to Claim 1 wherein the activity categories are indicated on the game board by simple, ~~geometrie~~ figures such as sketches of people, animals, mirrors and question marks.

6. (Currently Amended). The board game according to Claim 1 wherein the activity spaces are represented by simplified geometric art forms such as circles, squares, crosses and mirrors ~~in order to avoid distracting~~ whereby players are not distracted from the activity cards and social skill improvements by the ornamentation of the activity space.

7. (Currently Amended). A method for developing and improving social skills in disabled people, comprising the steps of:

(a) depicting a pathway on a game board which has categorized a plurality of activity spaces;

(b) presenting a method to advance around the game board by a chance device;

(c) providing tokens for players to indicate and track their respective location on the spaces of the game board;

(d) providing simple developmental activities for each of the activity spaces ~~in order~~ to permit the player to interact with the other players and the monitoring means ~~person~~; and

(e) permitting interaction and feedback from the other players and the monitoring means to the player whereby the activity and feedback improve and enhance the social skills for people with Autism, Asperger's Syndrome, Downs Syndrome and other disabilities and help them to develop and improve their social skills.

8. (New). The board game according to Claim 7 wherein the activity spaces are represented by simplified geometric art forms such as circles, squares, crosses and mirrors whereby players are not distracted from the activity cards and social skill improvements by the ornamentation of the activity space.

9. (New). A non-competitive behavioral improvement board game device for use by at least one player having Autism, Asperger's Syndrome, Downs Syndrome and other similar attention deficit disabilities, comprising:

(a) a playing game board divided into a plurality of spaces, each of the spaces being categorized into an activity types;

(b) a space advancement token for each player and a chance device to produce a random number of spaces for the player to advance during his turn;

(c) one or more sets (decks) of cards that correspond to each of the activity types whereby the cards describe an interactive activity for the player to perform; and

(d) a means to monitor, instruct, encourage, and evaluate the player's the performance of the player and to interact with the player whereby people with attention deficit disabilities can develop and improve their behavioral and social skills.